

B.E. - IT - Sem VIII 28/5/14
Examining Arch & Prog.

QP Code : **MV-19242**

(3 Hours)

[Total Marks : 100

- N. B. : (1) Question No. 1 is compulsory.
(2) Solve any four questions from remaining six questions.

1. (a) Explain tokenization with any game example. 10
(b) What is object factory ? Explain in detail. 10
2. (a) Explain the use of Direct-X in game development. 10
(b) What is Hard and Soft Architectures ? Explain in brief. 10
3. (a) What are the three stages of running a game ? Explain in detail. 10
(b) Why is coding phase important ? Explain the coding priorities that have to be established as a part of technical design. 10
4. (a) What are the three stages of running a game ? Explain in detail. 10
(b) Explain in detail the clean up process to be followed during and after the game exit. 10
5. (a) What is source control ? Explain in brief the different functionalities provided by source control system. 10
(b) Explain the various platforms on which game can be deployed on ? What are the advantages and disadvantages of each of these platforms ? 10
6. (a) Explain game play research. 10
(b) Discuss the content of game design document. 10
7. Write short notes (any four) :-
 - (a) Audio formats. 5
 - (b) Chroma key. 5
 - (c) 3D Graphics Pipeline. 5
 - (d) Game inventory. 5
 - (e) Sprites. 5